

**AMENDMENT TO THE CLAIMS**

1-66. (Cancelled)

67. (Currently amended) A method, comprising:

providing a game board to a player, wherein the game board defines a game boundary;

providing a first game rule to the player, wherein the first game rule indicates how removal of a game icon from within the game boundary will cause remaining game icons to ~~be reconfigured~~ shift within the game boundary;

receiving a first game input from the player, wherein the first game input is associated with a first game icon displayed within the game boundary;

removing a first set of icons that are at least adjacent to the first game icon, wherein the removal of the first set of icons defines a second set of icons that remain within the game boundary;

shifting ~~reconfiguring, by a processing device,~~ at least a portion of the second set of game icons that remain within the game boundary, wherein the shifting ~~reconfiguration~~ is based on the first game rule; and

revealing, after receiving the first game input, a second game rule to the player, wherein the second game rule indicates how removal of a game icon from within the game boundary will cause remaining game icons to ~~be reconfigured~~ shift within the game boundary, and wherein the second game rule is different from the first game rule.

68. (Previously presented) The method of claim 67, wherein the first set of game icons are associated with an icon type equivalent to an icon type associated with the first game icon.

69. (Previously presented) The method of claim 67, further comprising:

adjusting a game score, after receiving the first game input, based on a number of game icons comprising the first set of game icons .

70. (Currently amended) The method of claim 67, wherein the second game rule is determined via at least one of: (i) a random selection of a ~~reconfiguration rule~~, and (ii) a retrieval of a pre-stored indication of a ~~reconfiguration rule~~.

71. (Previously presented) The method of claim 67, further comprising:  
receiving payment from the player.

72. (Previously presented) The method of claim 71, wherein the receiving of payment from the player comprises at least one of: (i) receiving a payment identifier, (ii) charging a credit card account, (iii) charging a debit card account, (iv) receiving currency, and (v) charging a bank account.

73. (Previously presented) The method of claim 67, further comprising:  
awarding, in the case that all game icons are cleared from the game board, a prize to the player.

74. (Previously presented) The method of claim 73, wherein the prize comprises payment of at least one of: (i) a monetary amount, and (ii) an alternate currency amount.

75. (Previously presented) The method of claim 67, wherein the receiving of the first game input comprises receiving player input from a remote player device via a communication network.

76. (Currently amended) A computer-readable medium containing instructions configured to direct a processor to:

provide a game board to a player, wherein the game board defines a game boundary;

provide a first game rule to the player, wherein the first game rule indicates how removal of a game icon from within the game boundary will cause remaining game icons to ~~be reconfigured~~ shift within the game boundary;

receive a first game input from the player, wherein the first game input is associated with a first game icon displayed within the game boundary;

remove a first set of icons that are at least adjacent to the first game icon, wherein the removal of the first set of icons defines a second set of icons that remain within the game boundary;

shift ~~reconfigure~~ at least a portion of the second set of game icons that remain within the game boundary, wherein the shifting ~~reconfiguration~~ is based on the first game rule; and

reveal, after receiving the first game input, a second game rule to the player, wherein the second game rule indicates how removal of a game icon from within the game boundary will cause remaining game icons to ~~be reconfigured~~ shift within the game boundary, and wherein the second game rule is different from the first game rule.

77. (Currently amended) An apparatus, the apparatus comprising:
- a processor; and
  - memory in communication with the processor, the memory storing instructions directing the processor to:
    - provide a game board to a player, wherein the game board defines a game boundary;
    - provide a first game rule to the player, wherein the first game rule indicates how removal of a game icon from within the game boundary will cause remaining game icons to ~~be reconfigured~~ shift within the game boundary;
    - receive a first game input from the player, wherein the first game input is associated with a first game icon displayed within the game boundary;
    - remove a first set of icons that are at least adjacent to the first game icon, wherein the removal of the first set of icons defines a second set of icons that remain within the game boundary;
    - shift ~~reconfigure~~ at least a portion of the second set of game icons that remain within the game boundary, wherein the shifting ~~reconfiguration~~ is based on the first game rule; and
    - reveal, after receiving the first game input, a second game rule to the player, wherein the second game rule indicates how removal of a game icon from within the game boundary will cause remaining game icons to ~~be reconfigured~~ shift within the game boundary, and wherein the second game rule is different from the first game rule.

78. (Currently amended) A method, comprising:
- providing a game board to a player, wherein the game board defines a game boundary;
  - providing a first game rule to the player, wherein the first game rule is selected randomly from a plurality of available game rules that each indicate how removal of a game icon from within the game boundary will cause remaining game icons to be reconfigured within the game boundary;
  - receiving a first game input from the player, wherein the first game input is associated with a first game icon displayed within the game boundary;
  - removing a first set of icons that are at least adjacent to the first game icon, wherein the removal of the first set of icons defines a second set of icons that remain within the game boundary;
  - reconfiguring, ~~by a processing device,~~ at least a portion of the second set of game icons that remain within the game boundary, wherein the reconfiguration is based on the first game rule; and
  - revealing, after receiving the first game input, a second game rule to the player, wherein the second game rule is selected randomly from the plurality of available game rules.

79. (New) The method of claim 78, further comprising:
- receiving, after the revealing, a second game input from the player, wherein the second game input is associated with a second game icon displayed within the game boundary;
  - removing a third set of icons that are at least adjacent to the second game icon, wherein the removal of the third set of icons defines a fourth set of icons that remain within the game boundary; and
  - reconfiguring at least a portion of the fourth set of game icons that remain within the game boundary, wherein the reconfiguration is based on the second game rule.
80. (New) A computer-readable medium containing instructions configured to direct a processor to:
- provide a game board to a player, wherein the game board defines a game boundary;
  - provide a first game rule to the player, wherein the first game rule is selected randomly from a plurality of available game rules that each indicate how removal of a game icon from within the game boundary will cause remaining game icons to be reconfigured within the game boundary;
  - receive a first game input from the player, wherein the first game input is associated with a first game icon displayed within the game boundary;
  - remove a first set of icons that are at least adjacent to the first game icon, wherein the removal of the first set of icons defines a second set of icons that remain within the game boundary;
  - reconfigure at least a portion of the second set of game icons that remain within the game boundary, wherein the reconfiguration is based on the first game rule; and
  - reveal, after receiving the first game input, a second game rule to the player, wherein the second game rule is selected randomly from the plurality of available game rules.

81. (New) An apparatus, the apparatus comprising:
- a processor; and
  - memory in communication with the processor, the memory storing instructions directing the processor to:
    - provide a game board to a player, wherein the game board defines a game boundary;
    - provide a first game rule to the player, wherein the first game rule is selected randomly from a plurality of available game rules that each indicate how removal of a game icon from within the game boundary will cause remaining game icons to be reconfigured within the game boundary;
    - receive a first game input from the player, wherein the first game input is associated with a first game icon displayed within the game boundary;
    - remove a first set of icons that are at least adjacent to the first game icon, wherein the removal of the first set of icons defines a second set of icons that remain within the game boundary;
    - reconfigure at least a portion of the second set of game icons that remain within the game boundary, wherein the reconfiguration is based on the first game rule;
    - and
    - reveal, after receiving the first game input, a second game rule to the player, wherein the second game rule is selected randomly from the plurality of available game rules.